CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ARCHETYPES

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10 d8

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH

___ SAVING THROWS

___ ATHLETICS

DEXTERITY

___ SAVING THROWS

___ ACROBATICS

___ SLEIGHT OF HAND

___ STEALTH

CONSTITUTION

___ SAVING THROWS

INTELLIGENCE

___ SAVING THROWS

___ ARCANA

___ HISTORY

___ INVESTIGATION

___ NATURE

___ RELIGION

WISDOM

___ SAVING THROWS

___ ANIMAL HANDLING

___ INSIGHT

___ MEDICINE

___ PERCEPTION

___ SURVIVAL

CHARISMA

___ SAVING THROWS

___ DECEPTION

___ INTIMIDATION

___ PERFORMANCE

___ PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

RESOURCE NAME

Used Total

RESOURCE VALUE

RESOURCE

RESOURCE

FEATURE

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL

FEATURE LEVEL